

Hunter/Jumping Seat

LEVEL 2 • PATTERN KK

Walk to the starting point.

Pick up the trot and trot a circle to the right and continue trotting.









Canter a circle to the right. At the conclusion of the circle, perform a simple change of lead.

Canter a half circle to the left. Halt and drop stirrups.

Sitting trot to the end of the arena. Halt.

Pick up stirrups.

Return to lineup or exit at a walk.

	Stop / Halt
	Canter
	Hand Gallop
	Trot
	Walk
	Back
	Marker
	Lineup

This pattern may only be used for:

- 14 - 18
- 18 & Under
- 19 & Over

*This pattern may **NOT** be used for:*

- 13 & Under
- 14 & Under

If used at a Regional or National Show, pattern may not be run from the lineup.

